SNS-00-USA

SHIEN'S™ REVENGE

INSTRUCTION BOOKLET

VIC TOKAI INC.

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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Prologue

The Time Gate is the passage way through the flow of time. It has seen countless numbers of births, fatalities, trials and even the downfall of humanity. No one knows the who, what, or why surrounding its creation, but whoever comes to control the Time Gate, will control all of time and will rule the Universe.

Prologue

Shien and Aska!

The winds split the war-torn night. The name of the winds – Shien and Aska. Renowned as the most powerful and most terrifying of all Ninjas, Shien's skill with the Mighty Sword, Flying Stars, and Ninja Magic surpasses all human limitations. Aska's abilities in the face of the enemy are beyond human comprehension.... until now! Someone, evading Shien's attack, has captured Aska. Shien must now set out to free the imprisoned Aska!!

Use of the Mouse

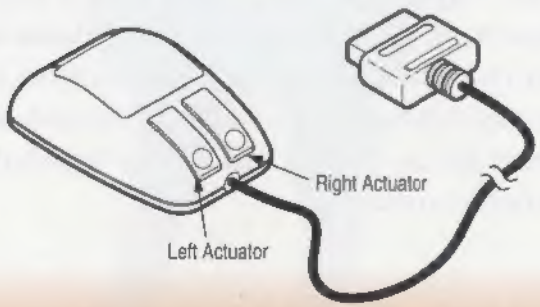
The Mighty Sword on the screen corresponds to the movement of the mouse. Use the Mighty Sword to defend against an enemy's attack, and defeat enemies in close range by rapidly moving the mouse.

If you push the left button, you can throw Flying Stars at whatever the target is aimed at.

If you push the right button, you can use your Ninja Magic.

You can change the positions of the mouse buttons noted above in the Options Mode. To pause, put the controller in Port 2 and push START.

* The Super NES Mouse™ is Optional.



Use of the Controller

Control Pad
To use the Mighty Sword, and to move the Attack/Defense Target.

Start Button
Push during play to pause the game.

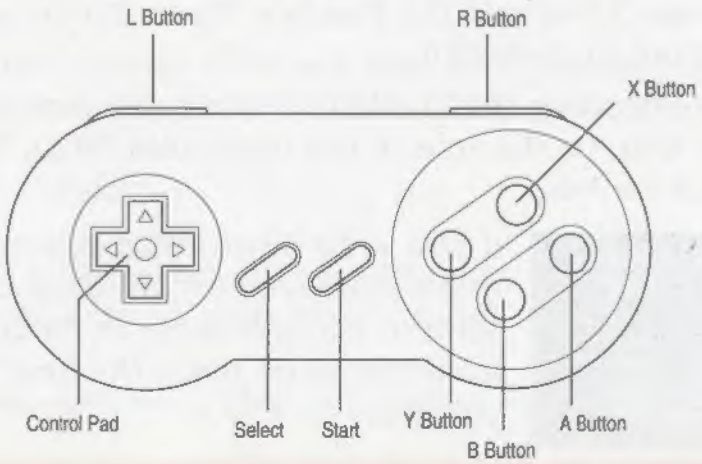
A Button
Push the Control Pad while holding down the A Button to move into High Speed Mode.

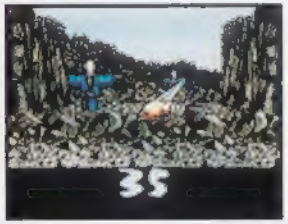
X Button
Push to use any Scrolls that you have picked up.

Y Button
Push to throw Flying Stars at the enemy.

B Button
Push the Control Pad while holding down the B Button to move into Medium Speed Mode.

** To change the above button functions, select Options from the title screen.*

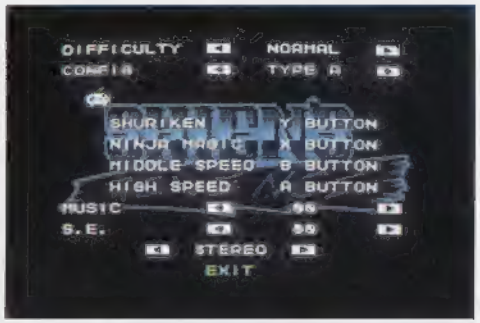




There are 5 levels in the Practice Mode. Try to get a high score in each one.

After completing the Practice Mode to the best of your ability, take on the role of the Invincible Ninja, Shien, and rescue Aska.

If you write down the password that's displayed as you clear each screen, you'll be able to continue from the same place the next time you play.



Difficulty ——— Normal, Easy, Hard

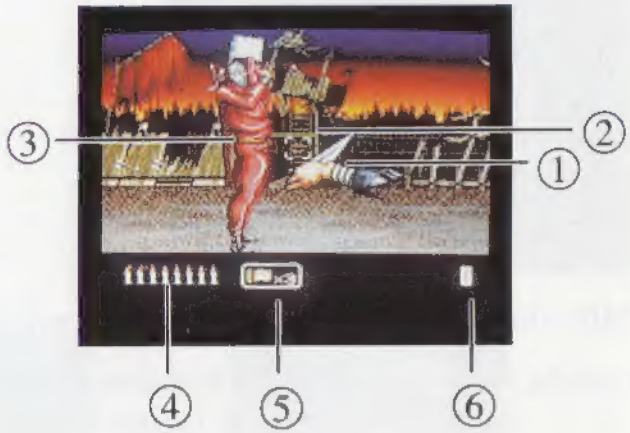
Config ——— Changes button functions
6 Types for controller
2 Types for mouse

Music
S.E.(Sound Effects) — Allows player to sample music and/or S.E. from game

Please understand, however, that by no means can you alter the music or sound effects of the game itself.

Stereo – (Mono)

Press up or down on the control pad to select the option you wish to change. Press left or right to change.
For music and S.E. press any button to hear.



1. **Mighty Sword –** Used to defend against enemy attacks, and to attack enemies who come into close range.
2. **Target –** Indicates where Flying Stars will be thrown.
3. **Enemy –** Depending on their characteristics and distance, they will throw different kinds of attacks at you. Some will give up items.
4. **Candles –** Shien's Life Meter. If these run out, the game is over. Can be restored by collecting hearts.
5. **Scroll –** Equals available Ninja Magic; inflicts damage on all enemies on screen.
6. **Points –** The first 100,000 points will give you an extra life. After that you will get an extra life for every 200,000 points.

View of the Screen

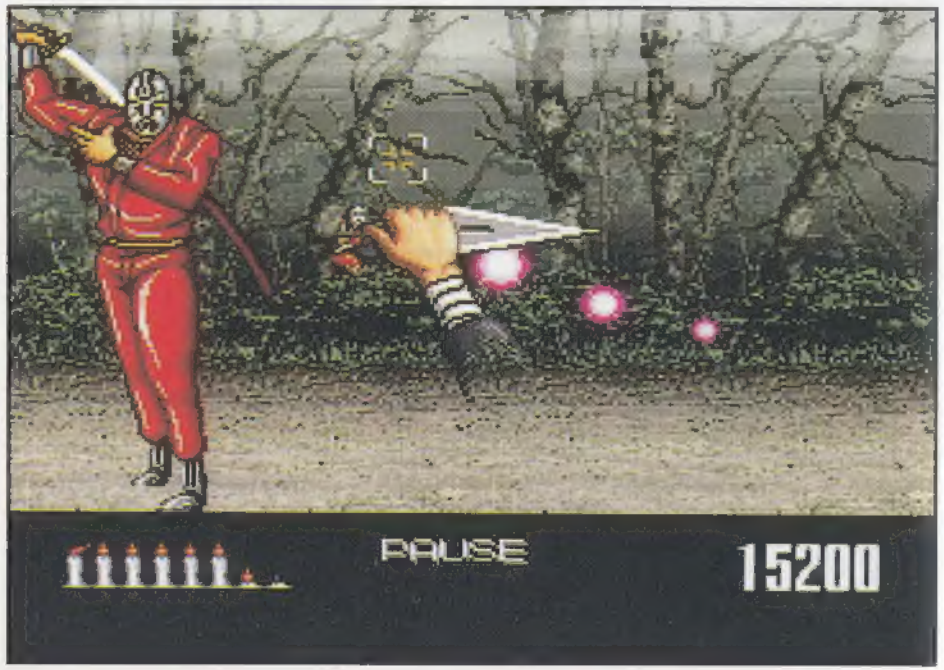
You can defend against various types of attacks such as bullets, arrows, fireballs, and swords by using the Mighty Sword. If you are unable to avoid these attacks, you will suffer damage.

Confronting a Boss!

Although bosses can move around freely, Shien can chase them wherever they go - concentrate on attack and defense.

Use your weapons properly!

There are three distances from which enemies can attack. You may only attack middle and rear enemies using the Flying Stars. Use the Mighty Sword to attack front-line enemies.

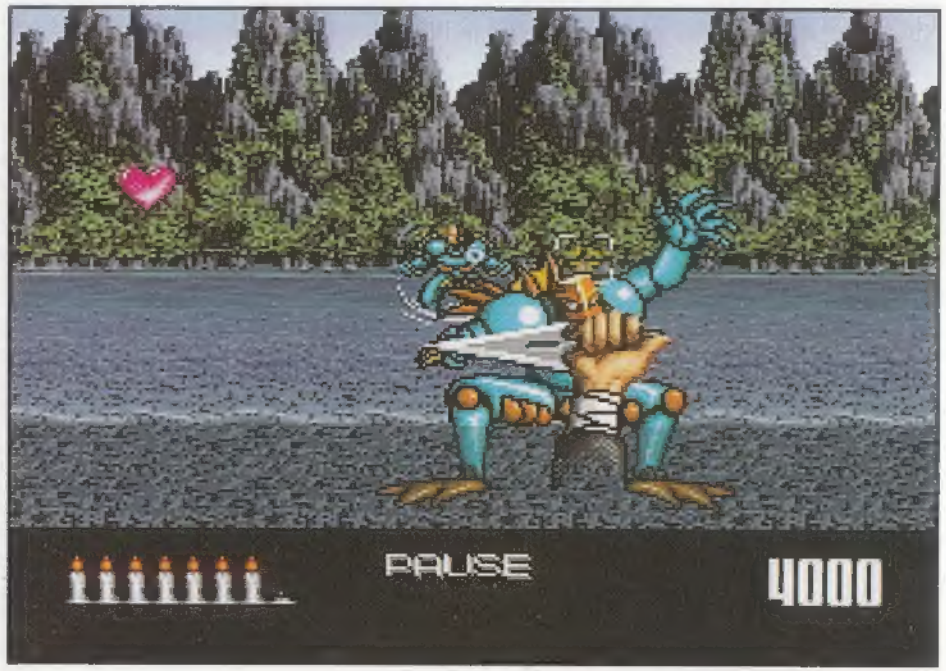


Throw your Flying Stars quickly!

Aim the target, and toss the Flying Stars. You will need to hit items that appear on the screen in order to acquire them.

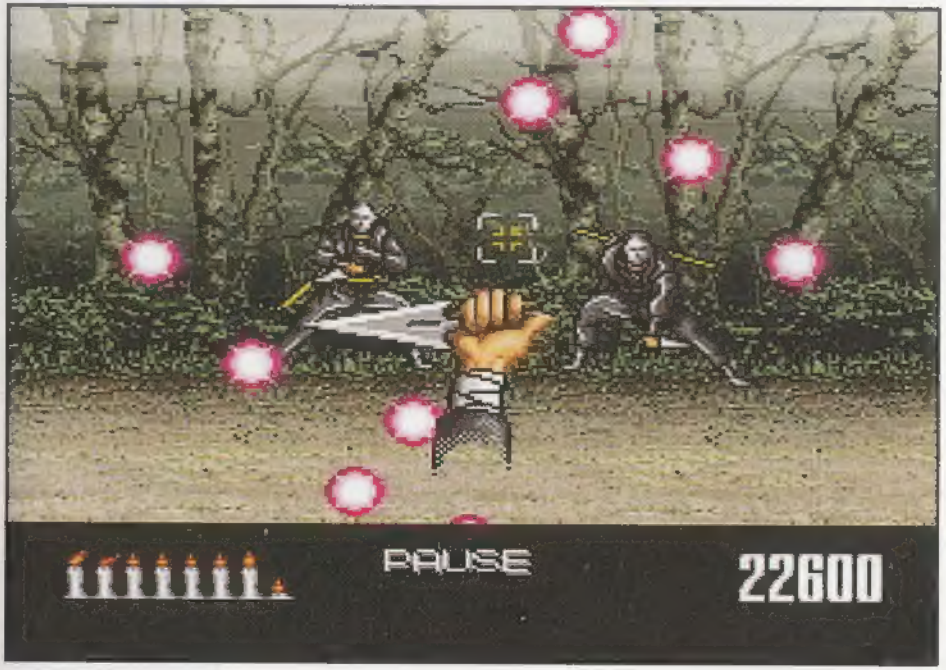
Principles of Attack

There are enemies that cannot be defeated by being hit only once. Attack before you are attacked. Use the Mighty Sword to defend yourself against Flying Arrows and Bullets.



Time Your Use of Ninja Magic!

If you use Ninja Magic, you'll be able to inflict damage on all of the enemies on the screen.



Scroll
Each scroll that you get increases your amount of Ninja Magic by one.

Life
There are two kinds. Yellow ones have three units, and pink ones have 6 units.

Invincibility
When you take one of these you will be invincible for a certain amount of time, and Shien will not incur any damage.

Score
Two kinds. Yellow ones are worth 5,000 points, pink ones are worth 10,000 points.

Continue
When you take one of these the number of continues will be increased by one.

First Stage

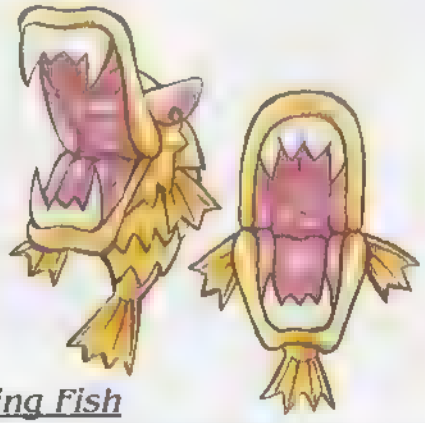
Shura Ninja Clan
The worst group of assassins. The lower ranks are in red, and the middle ranks are in green. Their goal is to destroy Shien.

Saw Tooth

Leader of the Shura Ninja Clan and master of evil Ninja techniques that were lost long ago. He assassinates and steals, purely for his own satisfaction. He spins a huge scepter to defeat his enemies.

Fish Man

This horrible monster has nails strong enough to pierce stone, and fangs powerful enough to slash enemies. He controls the Flying Fish, and attacks humans!



Flying Fish

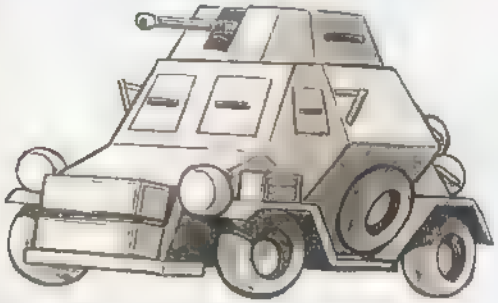
They are man-eating fish that leap from water and fly through air, and can defeat a human in less than a heartbeat.

Jao

Leader of all evil dragons, Jao has survived from prehistoric times. He has shown his power for centuries by defeating human beings with his powerful fangs and fireballs. He has picked Shien, to be his next victim.

Terror Squad

They have modern weapons, and are protected by suits containing magic power.



Invincible Tank

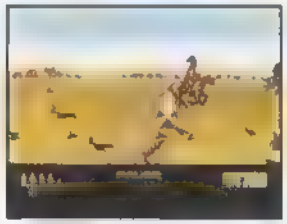
Only the elite of the Terror Squad can operate the Invincible Tank. Its machine guns are deadly accurate.

Wolfgang

Wolfgang threw away his body and sold his soul to become the feared leader of the Terror Squad. His cane is made of the bones of those he has defeated in battle.

Bangol Cavalry

Unsurpassed horsemanship make this the world's fastest and strongest military organization. When they're on the march, they leave nothing but destruction in their wake.



The arrows of the Bangol Cavalry, even if they leave the screen, can come back on-screen to destroy you. Pay attention to the direction of the arrows, and fight on!

Bangol

Bangol has a cold personality, combined with the power to tear apart a foe in a second.

Robo Troops

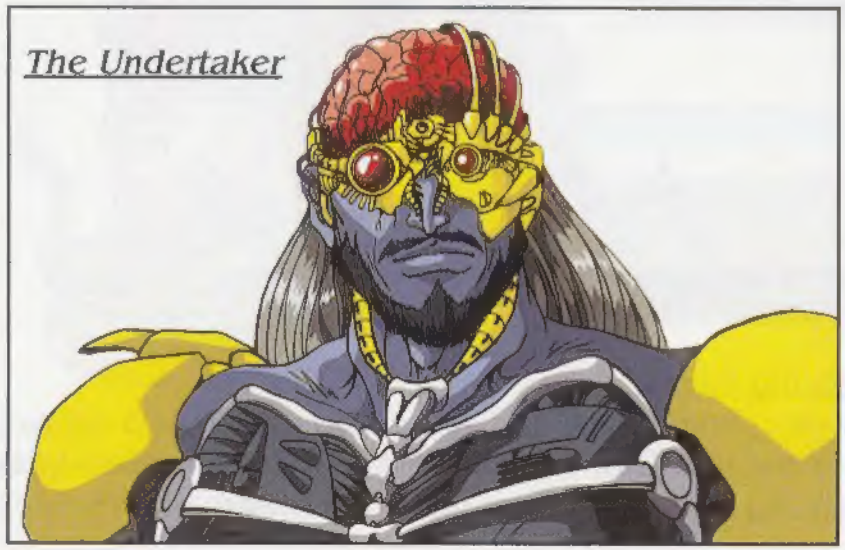
Their bodies are machines, and the accuracy of their attacks is unmatched. They live only to follow orders - the perfect soldiers.

Hanging Snakes

Hanging Snakes live in the treetops, and drop down onto the heads of their prey. The poison in their fangs is strong enough to eliminate elephants.

Platoon Bats
They travel in large groups to hunt down their prey. They are highly disciplined, intelligent, and carnivorous.

The Undertaker



The Undertaker
His goal is to become the world's most invincible warrior. With the exception of part of his brain, he is a cyborg made of machine with a body that constantly regenerates itself. His strength exceeds that of 5 human beings.

And so.....
All of these seemingly invincible enemies will cross Shien's path. What will be the fate of Aska?

Game Strategy

If you don't learn to defend against each and every enemy, you'll never arrive at the final confrontation. It's crucial to pick up all of the items that appear on screen. No matter what, determination and tenacity are the most important elements of a good strategy.

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